

SNS-SG-USA

STRIKE  GUNNER

S.T.G.TM

**INSTRUCTION
MANUAL**

*vap*TM
GAME

NTVIC

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing Strike Gunner S.T.G from NTVIC for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

CONTENTS

The Story	3
The Controller	5
Getting Started	6
Options Screen	8
Game Screens	9
Vertical Combination Attack	10
Side-By-Side Combination Attack	11
Power-Up Items	12
Power-Up Item Carriers	13
Special Weapons	14
Game Stages	16
Limited Warranty	17



THE STORY

In the last years of the 20th century, the nations of the world have united to dismantle their massive arsenals of nuclear doom, denouncing all forms of armed aggression as international treason. With the promise of permanent world peace finally at hand, only a madman would still harbor dreams of world domination. Such a madman is the dictator of Sovinia, a small but cunning rebel nation.



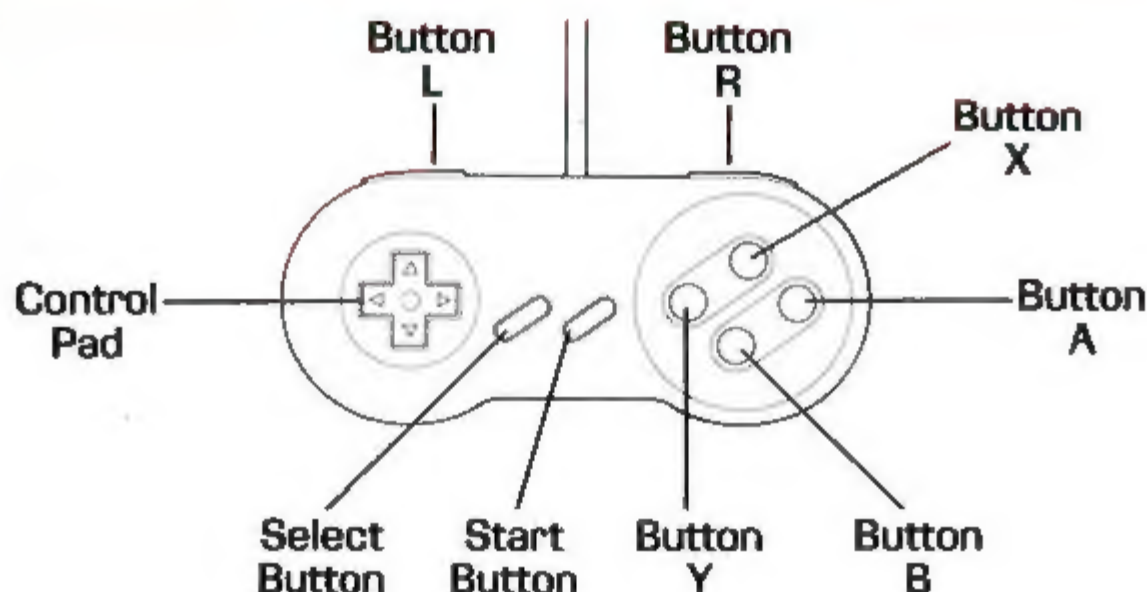
In his insane lust for power, he has joined forces with a huge, hostile war force from beyond this planet, armed with weapons more powerful than anything ever seen before by man. The Allied Countries of Earth try to resist, but without nuclear weapons, their efforts are futile. By 2008, most of the planet lies in ruins; then, in an ironic twist of treachery, the alien forces turn against their ally, and set out to complete their conquest and colonization of Earth.



Now, with the survival of the human race at stake, the Allied Countries join forces with the rebel dictatorship in a last-ditch effort to drive out the invaders. At their secret fortress deep in the Amazon Jungle, the greatest scientists of Earth carefully analyze the alien weaponry, and develop the weapon to end all weapons: Strike Gunner. With time running out and few resources remaining, only two can be built; but those two can combine at will into one superfighter of astonishing power. With an awesome arsenal of offensive and defensive devices at your command, and your own unmatched courage and skill as a fighter pilot, the Earth may yet be saved!



THE CONTROLLER



CONTROL PAD: Press up, down, left, and right to move your fighter or the cursor.

BUTTON Y: Press to start a Vertical Combination Attack in two-player mode.

BUTTON X: Press to start a Side-By-Side Combination Attack in two-player mode.

START BUTTON: Press to begin playing, or to pause while playing.

BUTTON B: Press to fire your standard weapons.

BUTTON A: Press to attack with your Special Weapons.

In this game, the Select Button, Button L, and Button R are not used.

GETTING STARTED

Insert the Game Pak into your Super NES, and switch on the power. The introduction to the game will appear, followed by the title screen. (Press the Start Button at any time during the introduction to see the title screen.) On the title screen, you can select one player, two players, or the Options mode by pressing the Control Pad up or down to move the cursor.



One-Player Mode

In this mode, you are fighting on your own. You cannot use the Combination Attack techniques.

Two-Player Mode

In this mode, with two players in action at the same time, you will be able to use Combination Attacks.

Options

This mode allows you to set the number of your fighters and level of difficulty.

Special Weapons Mode

After you select one player or two players, this mode appears. Press the Control Pad to select a Special Weapon. The weapons you can select depend upon whether you are playing solo or with another fighter. This mode will re-appear between stages. It is important to select the most effective weapon for each new stage.



OPTIONS SCREEN



Players

You can determine the number of fighters you will have, from one up to nine.

Difficulty Level

Choose from four levels.

EASY: The ideal mode for beginning players. Your fighter will have five types of shooting power. If you lose a fighter, the remaining fighters will have the same five types. The number of enemies and the kinds of weapons they have will be at the lowest level.

NORMAL: The best mode for intermediate players.

HARD: Try this mode if you're an advanced player.

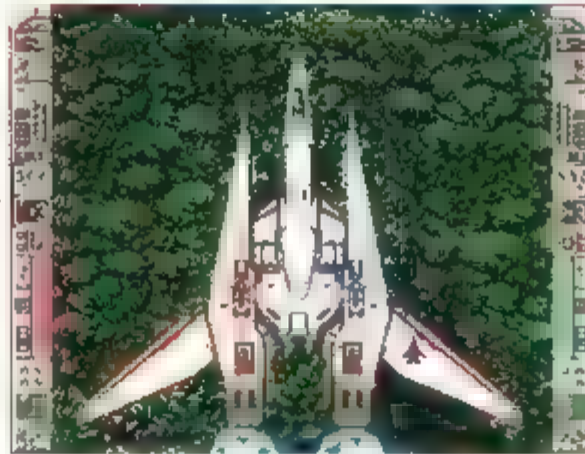
MANIAC: For ultra-advanced, world champion professional game players only! The enemies' attacks in this mode are beyond imagination. Good Luck!

GAME SCREENS

Main Screen

Remaining
Fighters

Energy
Gauge



Score Screen

After you win each stage, the Score Screen appears and shows how many points you have received. Your fighter will advance one rank, depending on your points.

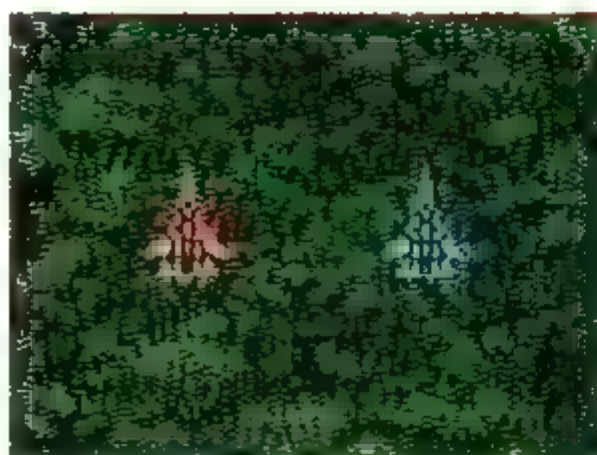


Game Over Screen

If you lose all of your fighters, you can continue the game five times, at the same stage where you left off.



VERTICAL COMBINATION ATTACK



If either of the two players presses Button Y in two-player mode, the two fighters will be combined vertically, enabling them to attack as one fighter. The player who pressed Button Y will have the front flyer, and the other player will have the rear.

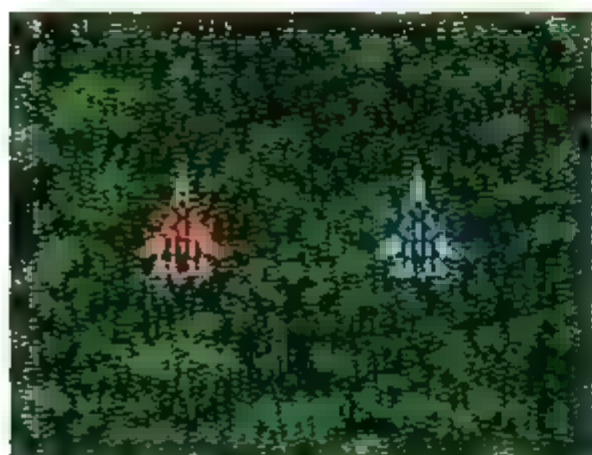


The front player can move the combined fighter using the Control Pad, attack with Special Weapons by pressing Button A, and fire normal attack shots by pressing Button B.

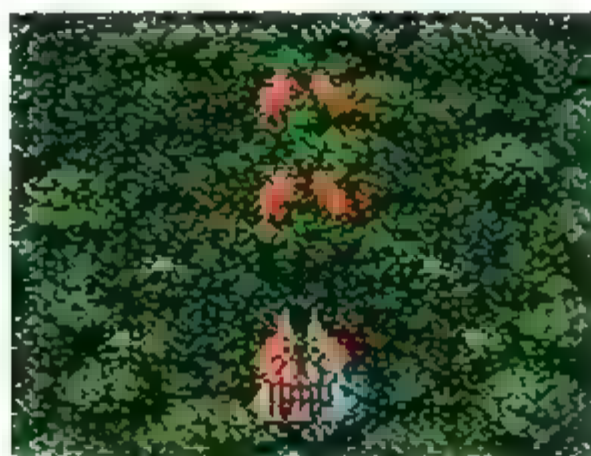
The rear player is equipped with a powerful weapon, the Vulcan, which can shoot bombs omnidirectionally. Use the Control Pad to select the direction, and press Button B to fire.

To separate into two fighters, the front player must press Button Y again.

SIDE-BY-SIDE COMBINATION ATTACK



If either of the two players presses Button X in two-player mode, the fighters will be combined side-by-side, enabling them to attack as one fighter. The player who pressed Button X will have the left fighter, and the other player will have the right.



The left player can move the combined fighter using the Control Pad, attack with Special Weapons by pressing Button A, and fire normal attack shots by pressing Button B.

The right player is armed with the Vulcan, which covers a wide range. To fire the Vulcan, press Button B (the Control Pad is not needed).

To end the Combination Attack, the left player must press Button X again.

POWER-UP ITEMS

There are three kinds of items you can collect to enhance your fighter's performance. the Speed-Up Unit, the Shot Unit, and the Energy-Charge Unit.



This increases your fighter's speed up to a maximum level of three.

Shot Unit

This increases the power of your fighter's normal attack shot up to a maximum level of ten.

1st LEVEL: One shot to fire two bombs.

2nd LEVEL: One shot to fire four bombs.

3rd LEVEL: Two shots to fire two bombs.

4th LEVEL: Two shots to fire four bombs.

5th LEVEL: Four shots to fire two bombs.

6th LEVEL: Four shots to fire four bombs.

7th LEVEL: Two lasers to fire two beams.

8th LEVEL: Two lasers to fire four beams.

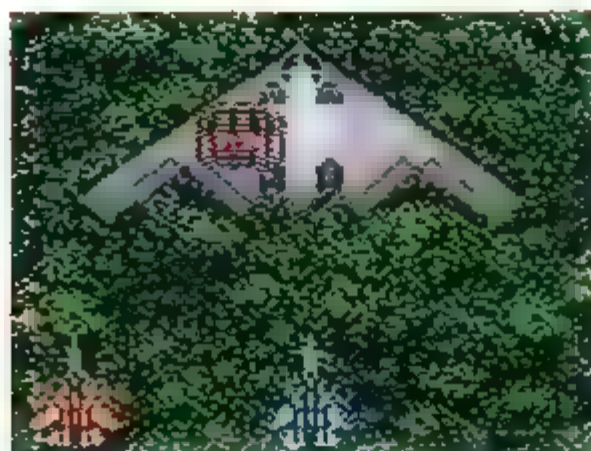
9th LEVEL: Four lasers to fire two beams.

10th LEVEL: Four lasers to fire four beams.



This brings your Special Weapon operating energy up to full charge. (You can't use Special Weapons when you're out of energy.) Be sure to watch for this unit to appear at the middle of each stage and grab it!

POWER-UP ITEM CARRIERS



Stealth (1st through 4th Stages)

Because of its special design and construction, the Stealth is an "invisible aircraft" which cannot be tracked by radar. The Allied Countries have improved its efficiency to supply the Strike Gunner.

Space Shuttle (5th and 6th Stages)

The Allied Countries had to quickly remodel the Space Shuttle to supply Strike Gunner in space, so it is only equipped with a few weapons.

Rocket Container (7th Stage)

The Allied Countries employed their greatest scientific minds to develop this ingenious transportation rocket. Its mission is to aid the Strike Gunner in outer space.

SPECIAL WEAPONS

There are fifteen types of Special Weapons, including both offensive and defensive weapons. Each weapon inflicts a different kind of damage and consumes a different amount of energy. The success of your mission depends upon your selection of weapons.



PLASMA SHIELD: Makes you invincible for ten seconds.



HOMING MISSILE: This very useful weapon chases and attacks the enemy (but not the enemy's bombs).



ATOMIC MISSILE: Causes major damage to the enemy with just one shot. It also destroys the enemy's bombs within a certain fixed range.



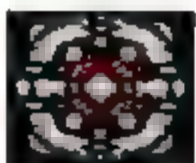
LASER CANNON: Destroys enemies by penetrating all but medium- and large-sized fighters. It is not very powerful, but useful against lesser enemies.



MEGA-BEAM CANNON: Spends all of its energy in one shot — but what a shot! This is a super-strong weapon that wields invincible power against any boss.



ANTI-AIR MINE: Sets itself at a fixed distance from your fighter, then explodes for five seconds when attacked by enemies or their bombs. Not very powerful, but useful.



SONIC WAVE: Destroys all enemies and their bombs (except laser) with just one shot.



SONIC SHOOTER: Destroys the enemy's bombs in front of your fighter, and can also inflict major damage to the enemy.



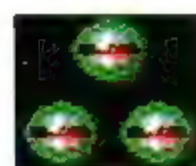
SPRAY MISSILE: Shoots several bombs over a wide range by firing in rapid succession.



PHOTON TORPEDO: You can control the direction of this weapon by pressing the Control Pad up, down, left, right, and diagonally. An excellent defense against enemies behind you.



COMRADE FIGHTER: Guards your wings, and protects you from enemy fire for ten seconds; but it explodes when struck by the enemy's fighter.



ADHESIVE BOMB: If this hits the enemy, it sticks and explodes within a few seconds. Its effect depends upon your technique.



HEAVY VULCAN: Not a strong weapon, but persistent. Just keep pressing Button A to continue firing volleys of four bombs in rapid succession.



HEAT ARROW: Shoots laser beams at random in sixteen directions for a fixed time. It can destroy all enemies around your fighter.



AUTO-AIMING VULCAN: A low-strength but useful weapon, it finds the enemy automatically.

GAME STAGES

1st Stage: The Amazon Jungle

The last line of defense for mankind, this is the only area on Earth not yet overrun by the aliens; but now the aliens have discovered their fortress using the powerful Human Detector Beam. From here, Strike Gunner is launched as their final hope. Enemy bombers await you at the end of this stage.

2nd Stage: Enemy Territory

You have broken through the enemy's front lines in the skies above the jungle; now, you face an increasingly powerful assault. Halfway through, you will enter a desert, where a massive combat helicopter lies in wait for you.

3rd Stage: The Desert

Here you are besieged by tanks and other ground units, in addition to the airborne assault. Finally, you will face a mighty Super Tank.

4th Stage: The Ocean Fortresses

Here, on the ocean, you will find countless enemy fortresses. Destroy them all, and the victory of Earth is within your grasp!

5th Stage: The Stratosphere

It's time to meet the enemy in their own element now. They are fighting desperately now — be on your guard!

6th Stage: Outer Space

You have received information that the enemy's main base is on the moon. Now for the final confrontation!

If you make it through the 6th Stage, the challenge continues in the 7th and 8th Stages. Fight on, Strike Gunner!

LIMITED WARRANTY

NTV International Corporation (NTVIC) warrants to the original purchaser of this NTVIC software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This NTVIC software program is sold "as is," without express or implied warranty of any kind, and NTVIC is not liable for any losses or damages of any kind resulting from use of this program. NTVIC agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any NTVIC software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the NTVIC software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE NTVIC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NTVIC BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS NTVIC SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NTV International Corporation, 50 Rockefeller Plaza, New York, NY 10020. (212) 489-8412.



NTV International Corporation
50 Rockefeller Plaza, New York, NY 10020

© 1992 VAP, INC. , © 1992 ATHENE

PRINTED IN JAPAN